

All Ages
2-8 Players

TANGRAM FURY

The Simple Game
of Complex Shapes



Sure, you can build it. But, can you build it faster than me?

What is a Tangram?

A tangram is an ancient Chinese puzzle. How ancient? No one knows for certain. Some say it may be several centuries old. They were already considered to be "very old" when Captain M. Donaldson learned of them while on a voyage to China in 1815.



Captain M. Donaldson learned of tangrams while on a voyage to China in 1815.

The traditional tangram puzzle consists of 7 geometric shapes: 2 large right-angle triangles, 1 medium-sized triangle, 2 small triangles, 1 square, and 1 parallelogram. These 7 pieces can be placed together to form the traditional tangram square, or rearranged into hundreds of other intriguing shapes.

When not playing Tangram Fury, feel free to experiment with the puzzle pieces and see what new shapes you can come up with. New shapes are submitted regularly to the site: www.TangramFury.com

Instructions:

Players: 2-8 • Compete individually or as teams.

Game Summary:

Players take turns rolling the die. The die indicates the color of card to select. The card is placed on the table. The first to recreate the image with their tangram pieces wins the card. The first to win 5 cards (of any color) wins the game.



Categories:

There are four categories of tangrams in this game. Each category is represented by a color.

- Blue – Sea & Sky (a.k.a. Fish & Birds)
- Green – Animals
- Red – Objects & Shapes
- Yellow – People

Start:

Each player or team receives the 7 pieces of a tangram and builds the original tangram square. A player is selected at random to start play.



Additional tangram puzzle

Rules:

1. The first player rolls the die. The color rolled determines the color of card drawn.
2. The roller selects a card and without looking at its image, places the card on the table where all will have a reasonably unobstructed view of it. The roller can choose to have the card face him or her.
3. Play begins the moment the card is revealed. Each player or team builds the shape indicated by the card as quickly as they can.

4. The first one done, declares "Done!" and receives the card.
5. The first player or team to earn five cards, wins.
6. Each turn consists of one roll of the die with one card being earned.

The Triple:

Whenever the same color is rolled 3 consecutive times, any player may declare "Triple!" The first player to rebuild the original tangram square may then select which color card is to be played, regardless of the color rolled.

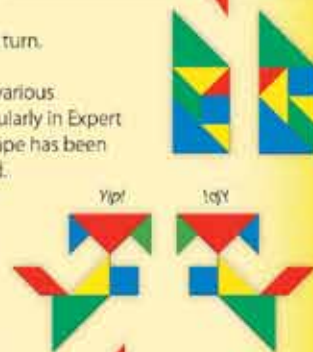


The winner of the Triple does not win a card, just the choice of card color. The die remains the color rolled and the Triple Count is reset to zero. This is especially handy when playing in "Rainbow Mode". See www.TangramFury.com for details.

Some shapes can be made using various arrangements of the pieces.

Rule Clarifications:

- All 7 pieces must be used for each turn.
- No pieces may overlap.
- Some shapes can be made using various arrangements of the pieces. Particularly in Expert Play, so long as the silhouetted shape has been achieved, the player earns the card.
- Mirror images of the shape on the card are acceptable. (This often occurs due to looking at the card upside down.)
- The puzzles do not need to be disassembled between turns.
- Go easy on each other! If it looks close, it's probably good enough. You're supposed to have fun. Don't be so picky!



Mirror images of the shape on the card are acceptable.

Levels of Play:

There are 2 levels of Play:

1. **Tangram Fan** – Use the card side that indicates where the individual shapes go.
2. **Tangram Expert** – Use the card side that only shows the silhouetted figure.



"Fan" card



"Expert" card

More Fun:

For more ways to play, or to order more cards, puzzles, or dice, visit www.TangramFury.com

▼ *Hmm, one last puzzle to solve... Can you get the puzzles back into their storage box?*



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Puzzle colors may vary game by game.

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